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B1  
1. (Twice Amended) An image processing apparatus comprising:

image processing means comprising prompt processing means for outputting a prompt which provides training for a key operation corresponding to a special action of a game which was never before operable during the game, and a determining means for determining whether the player correctly matches the actions of a displayed object according to said prompt processing means,

said prompt relating to an action other than the special action and suggesting the key operation to the player via output means, such that the special action becomes operable for the first time in the game after the player correctly matches the key operation corresponding to the special action suggested by the prompt.

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2. (Twice Amended) The image processing apparatus, according to claim 1,

wherein said image processing means further comprises:

recognition means for recognizing key operations by said player.

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7. (Twice Amended) The image processing apparatus according to any of

claims 2 through 3, wherein the image processing apparatus is configured as electronic game apparatus.

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8. (Twice Amended) A video game storage medium that stores program code for executing an image processing method, said medium comprising:

program code for recognizing key operations by a player;

program code for outputting a prompt which provides training for a key operation corresponding to a special action of a game which was never before operable during the game, said prompt relating to an action other than the special action and suggesting the key operation to the player via output means, such that the special action becomes operable for the first time in the game after the player correctly matches the key operation corresponding to the special action suggested by the prompt; and

program code for determining whether the player correctly matches the key operation corresponding to the special action suggested by the prompt.

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15. (Once Amended) An image processing method comprising:

outputting a prompt which provides training for a key operation corresponding to a special action of a game which was never before operable during the game, said prompt relating to an action other than the special action and suggesting the key operation to a player, such that the special action becomes operable for the first time in the game after the player correctly matches the key operation corresponding to the special action suggested by the prompt.

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17. (Once Amended) The image processing apparatus according to claim 1, wherein the image processing apparatus is configured as an electronic game apparatus.

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18. (Once Amended) A video game storage medium that stores program code for executing an image processing method, said medium comprising:

program code for outputting a prompt which provides training for a key operation corresponding to a special action of a game which was never before operable during the game, said prompt relating to an action other than the special action and suggesting the key operation to a player, such that the special action becomes operable for the first time in the game after the player correctly matches the key operation corresponding to the special action suggested by the prompt.

19. (Once Amended) The image processing apparatus according to claim 16, wherein said image processing means displays symbols for a plurality of keys to be operated on a sub-screen, according to the results of a determination of a match by the determining means.

20. (Once Amended) The image processing apparatus according to claim 16, wherein said image processing means displays symbols for a plurality of keys to be operated on a sub-screen, according to the results of a determination of a match by the determining means, and further wherein said sub-screen display is executed in the case when a match is not affirmed even when said match determination is made for a plurality of times.

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21. (Once Amended) The image processing apparatus according to claim 17, wherein said image processing means displays symbols for a plurality of keys to be operated on a sub-screen, according to the results of a determination of a match by the determining means.

22. (Once Amended) The image processing apparatus according to claim 17, wherein said image processing means displays symbols for a plurality of keys to be operated on a sub-screen, according to the results of a determination of a match by the determining means, and further wherein said sub-screen display is executed in the case when a match is not affirmed even when said match determination is made for a plurality of times.

23. (Once Amended) The image processing apparatus according to claim 18, wherein said image processing means displays symbols for a plurality of keys to be operated on a sub-screen, according to the results of a determination of a match by the determining means.

24. (Once Amended) The image processing apparatus according to claim 18, wherein said image processing means displays symbols for a plurality of keys to be operated on a sub-screen, according to the results of a determination of a match by the determining means, and further wherein said sub-screen display is executed in the case when a match is not affirmed even when said match determination is made for a plurality of times.

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